

Minor League Rules (Spring 2025)

Last Edit Date: 4/1/2025

Rules that may vary from the Official Baseball Rule Book are highlighted below:

1. Games are 90 minutes in length, or six innings, whichever comes first. Games must begin and end on time. No new innings will begin after 75 minutes. The official start time of the game is the start time on the schedule. Games must begin and end on time due to potential darkness hindering the late game. There is no mercy rule. Games can end in a tie.
2. The most runs a team can score in an inning is six (6). To keep scores reasonably close, if a team is leading by nine (9) or more runs entering their at-bat, the most runs they can score that half inning is three (3). These rules apply during the last inning of the game as well.
3. If a game is called early by an umpire due to inclement weather or for any other reason (including time, if 90 minutes passes before the end of that inning), the final score recorded for that game will be the score at the end of the last completed inning. The winner of the game will be the team with the higher score at the end of the last completed inning. No runs scored in a partial inning will be included in the final score.
4. At “drop dead” time, the umpire should announce “last batter” loud enough for both coaches to hear. If a pitch has already been thrown to the batter, that batter can finish their “at bat.” If no pitches have been thrown to the batter, the game is over.
5. In the first two innings of the game, a machine will be used. Place the machine over the pitching rubber and set the machine to 38 mph. Players can steal bases while the machine is in use after the ball crosses the plate. No walks using the machine. The umpire will call balls and strikes while feeding the machine. The ball is not dead until all base runners have stopped attempting to advance and the umpire calls time to receive the ball for the next pitch. Games will move to kid pitch starting in the top of the third inning, and the umpire will move behind the plate at that point.
6. Baserunners may steal or advance after the ball crosses home plate, but runners are not allowed to lead off. If a baserunner leaves the base before the pitched ball crosses the plate, and is not put out on the play, the runner must return to the base occupied before the pitch. If a baserunner leaves early and the ball is hit into play, the baserunner can only advance as far as forced to advance by the hitter.
7. Pitchers cannot pitch in more than two (2) innings per game. The starting pitcher, nor any other pitcher, cannot return to the mound after being replaced. Coaches are only allowed one mound visit before having to replace a pitcher. To speed up the game,

please limit pitchers to 5 warm-up pitches or less to begin an inning or when entering the game.

8. When moving to kid pitch, in place of a walk or hit by pitch, the batter may elect to hit the ball off a tee or take their base. While using a tee, no players are allowed to advance a base before the ball is put in play (no stealing). When using the tee, the batter must put the ball in play by the third attempt, or the batter is out.
9. There is no dropped third strike rule. On a dropped third strike, the batter is out. There is no infield fly rule.
10. You may elect to play with a 4th outfielder, and have a total of 10 players in the field. The 4th outfielder must play at the same depth as the other three outfielders, and outfielders should be evenly spaced in the outfield. No rovers or extreme shifts. Substitutions are open and no players should have to sit more than two innings per game.
11. All players must be registered to play with Mueller Park and all players must be on your team's official roster. You can find your roster online at muellerparkbaseball.org. You cannot play with players that are not on your official roster.
12. There are no auto-outs when playing with less than nine (9) players. Games can be played with as little as seven (7) players. Players cannot be moved in the batting lineup, but players can be added and removed from the lineup without penalty. When removed from the lineup, the removed player can only return to the same spot in the lineup. When a new player is added to the lineup, that player must be placed at the end of the lineup. All players present must be in the batting lineup.

No metal cleats. All bats are allowed.